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☐ 1. Document ID: US 6286049 B1

L7: Entry 1 of 5 File: USPT Sep 4, 2001

DOCUMENT-IDENTIFIER: US 6286049 B1
TITLE: System and method for providing broadband content to high-speed access subscribers

Brief Summary Text (19):
The network may further include a gateway-ISP link extending between the BAG and the ISP and/or a gateway-content server connection extending between the BAG and the content servers. In particular, the gateway-ISP VC may be configured to transmit data traffic between the BAG and the ISP and the gateway-content server connection may be configured to transmit data traffic between the BAG and the content servers. The network may include an access multiplexer in communication with the CPE and the network of switches, the access multiplexer being configured to route data traffic between the CPE and the BAG. The access multiplexer may be a DSLAM (digital subscriber line access multiplexer).

Detailed Description Text (8):
The DSL loops 118 over twisted pairs of copper wires are connected to a DSL access multiplexer ("DSLAM") 122 via the MDF 120 in the CO 104. The DSLAM 122 includes a plurality of ATM interconnect ports, such as xDSL ports, for implementing ATM methodologies to which the DSL loops 118 are connected. The term xDSL refers to all types of DSL including asymmetric DSL ("ADSL"), symmetric or single-line DSL ("SDSL"), rate adaptive DSL ("RADSL"), high-bit-rate DSL ("HDSL"), very high-bit-rate DSL ("VDSL"), and integrated services digital network ("ISDN") DSL ("IDSL"). Signals transmitted via the DSL loops 118 to and from the client premises 102 are multiplexed through the DSLAM 122 along with signals from other client premises (not shown).

Detailed Description Text (9):
The DSLAM 122 of the central office 104 connects to an ATM switch 132 in the ATM network 130 via a Time Division Multiplexed ("TDM") link 128, such as a DS-3 or STS-3c link. In other words, the DSLAM 122 multiplexes the ATM signals from multiple DSL lines onto a high-capacity transmission line for providing an ATM protocol connection between the DSL lines, such as DSL line 118A, 118B, and the ATM network switch 132 in the ATM network 130. As is well known in the art, the ATM network 130 typically includes a plurality of interconnected ATM network switches 132. Although ATM technology is illustrated and described herein as the exemplary technology, it is to be understood that other suitable technologies, such as Frame Relay, may be utilized.

Detailed Description Text (26):
In the example shown in FIG. 4, BAG 260A corresponding to ISP 134A subscribes to and/or has access to content A, D, and F cached in the content servers 268. Similarly, BAG 260B corresponding to ISP 134B subscribes to and/or has access to content A, B, C, and E cached in content servers 268. Although contents A-F are shown and described as cached in a respective content server 268, it is to be understood that content servers 268 are optionally virtual servers comprising one or more physically distinct servers. As is evident from the above description, the configuration of the network architecture 200 efficiently supports multiple ISPs for each set of content servers 268, rather than one ISP for each set of content servers

268.

Current US Original Classification (1):
709/227

Current US Cross Reference Classification (1):
709/238

CLAIMS:

28. The network for providing broadband content to high speed subscribers according to claim 19, further comprising an access multiplexer in communication with the client premise equipment and the network of switches, said access multiplexer being configured to switch data traffic between the client premise equipment and the broadband access gateway.

29. The network for providing broadband content to high speed subscribers according to claim 28, wherein said access multiplexer is a digital subscriber line access multiplexer.

☐ 2. Document ID: US 6163796 A

L7: Entry 2 of 5 File: USPT Dec 19, 2000

DOCUMENT-IDENTIFIER: US 6163796 A
TITLE: Network system having plural multimedia servers for different types of data

Detailed Description Text (6):
Since most of server systems have huge amounts of past resources, it is often difficult to replace such servers by new servers. For this reason, this embodiment proposes a mechanism in which a center server which indirectly executes an access to such an existent server for a new server is arranged, the client accesses the center server by a standard access method, and the center server indirectly controls the existent server. In this case, it is particularly important that the client need not know whether the center server is a "real server" which actually provides service functions or a "virtual server" which merely controls a slave server.

Detailed Description Text (66):
In the above embodiment, the system is constituted while assuming relatively easily commercially available components. However, when a network such as an FDDI having a transmission rate of 100 MB/sec can be utilized, a data packet and an audio line may be multiplexed. Similarly, the ISDN is assumed as a public network to be connected to the exchange PBX, but a B-ISDN may be used. Furthermore, when an SMDS-class public network in USA can be utilized, the LAN may be connected to the line wire. When the speed can be sacrificed slightly, an inter-LAN connection may be realized via the ISDN network like the SLIP (Serial Line IP) of the UNIX. With the state-of-the-art techniques, an inter-LAN connection can be realized using an ISDN router via the ISDN network.

Detailed Description Text (90):
Therefore, an application of each client can access the center server as a virtual server which integrates various function services regardless of communication protocols with various function servers connected on the network, and composite function processing including processing of a plurality of function servers can be efficiently executed by only transferring a script associated with desired function

processing from a single application.

Current US Original Classification (1):
709/203

Current US Cross Reference Classification (1):
709/217

☐ 3. Document ID: US 6134590 A

L7: Entry 3 of 5 File: USPT Oct 17, 2000

DOCUMENT-IDENTIFIER: US 6134590 A
TITLE: Method and apparatus for automatically connecting devices to a local network

Detailed Description Text (4):
Although today's consumer on-line services have made some improvements beyond traditional timesharing services (particularly in moving from "dumb" ASCII terminals to "smart" personal computers running "client application software" to provide a more sophisticated user interface), today's on-line services are still plagued with the burden of having literally thousands of simultaneous users all communicating with a single virtual server with the requirement to provide reasonable interactive responsiveness to all users. As an example, America On-line has been rapidly growing in popularity, yet they have been unable to continue to add computing capacity in their server to keep up with the demand. As a result, America On-line has become very sluggish during peak hours. In fact, the President of America On-line sent out an apology letter to all users about the sluggish response time due to their rapid growth.

Detailed Description Text (5):
Additionally, due to the geographic diversity of users and the impracticality of providing specialized communications lines into users' homes, today's on-line services typically use local calling areas (1-4) and modem pools (21-24). Modem pools are a plurality of modems accessible through a local phone number (37-50) to which computers with a modem (5-20) can dial in without a long-distance telephone toll charge. The data streams to and from modem pools (21-24) are typically multiplexed ("concentrated") into a shared packet-switched data stream which is communicated to a wide-area network ("WAN") 33 via lines (29-32) and WAN Interfaces (25-28). The WAN 33 provides nationwide (and often worldwide) data transport such that the server 34 through its WAN interface 35 connected to the WAN 36 has access to the concentrated data streams to and from all users (5-20) in all local calling areas (1-4). The network structure illustrated in FIG. 1 is well known to those of ordinary skill in the art.

Detailed Description Text (138):
Prior art low-speed full duplex modem protocols such as Bell.TM. 103 (300 bits per second (bps)), CCITT V.22 (1200 bps), CCITT V.22bis (2400 bps) use the principle of Frequency-Division Multiplexing (FDM) to achieve two simultaneous, non-interfering data communications channels in different frequency sub-bands within the single band of the telephone call. The prior art voltage spectra of V.22 and V.22bis are shown as an example in FIG. 12. In the case of V.22 and V.22bis, the total telephone channel bandwidth is divided between a sub-band 200 below 1800 Hz (with modulation centered at 1200 Hz) and a sub-band 201 above 1800 Hz (with modulation centered at 2400 Hz). Each modem modulates an outgoing signal on one channel and, by suppressing its own outgoing channel by signal processing techniques such as digital band-pass filtering, receives and demodulates the incoming channel. In this manner, simultaneous two-way communication between two modems can be achieved on the

switched telephone network. By convention, the calling modem (also known in the art as the "originating modem") transmits (TX) data in the low band 200 and receives (RX) data in the high band 201. The situation is reversed for the answering modem. Such modems in common use today achieve 2400 bps in each direction.

Current US Original Classification (1):
709/228

☐ 4. Document ID: US 5956485 A

L7: Entry 4 of 5 File: USPT Sep 21, 1999

DOCUMENT-IDENTIFIER: US 5956485 A
TITLE: Network architecture to support real-time video games

Detailed Description Text (4):
Although today's consumer on-line services have made some improvements beyond traditional timesharing services (particularly in moving from "dumb" ASCII terminals to "smart" personal computers running "client application software" to provide a more sophisticated user interface), today's on-line services are still plagued with the burden of having literally thousands of simultaneous users all communicating with a single virtual server with the requirement to provide reasonable interactive responsiveness to all users. As an example, "AMERICA ON-LINE.TM." has been rapidly growing in popularity, yet they have been unable to continue to add computing capacity in their server to keep up with the demand. As a result, "AMERICA ON-LINE.TM." has become very sluggish during peak hours. In fact, the President of "AMERICA ON-LINE.TM." sent out an apology letter to all users about the sluggish response time due to their rapid growth.

Detailed Description Text (5):
Additionally, due to the geographic diversity of users and the impracticality of providing specialized communications lines into users' homes, today's on-line services typically use local calling areas (1-4) and modem pools (21-24). Modem pools are a plurality of modems accessible through a local phone number (37-50) to which computers with a modem (5-20) can dial in without a long-distance telephone toll charge. The data streams to and from modem pools (21-24) are typically multiplexed ("concentrated") into a shared packet-switched data stream which is communicated to a wide-area network ("WAN") 33 via lines (29-32) and WAN Interfaces (25-28). The WAN 33 provides nationwide (and often worldwide) data transport such that the server 34 through its WAN interface 35 connected to the WAN 36 has access to the concentrated data streams to and from all users (5-20) in all local calling areas (1-4). The network structure illustrated in FIG. 1 is well known to those of ordinary skill in the art.

Detailed Description Text (134):
Prior art low-speed full duplex modem protocols such as "BELL.TM." 103 (300 bits per second (bps)), CCITT V.22 (1200 bps), CCITT V.22 bis (2400 bps) use the principle of Frequency-Division Multiplexing (FDM) to achieve two simultaneous, non-interfering data communications channels in different frequency sub-bands within the single band of the telephone call. The prior art voltage spectra of V.22 and V.22 bis are shown as an example in FIG. 12. In the case of V.22 and V.22 bis, the total telephone channel bandwidth is divided between a sub-band 200 below 1800 Hz (with modulation centered at 1200 Hz) and a sub-band 201 above 1800 Hz (with modulation centered at 2400 Hz). Each modem modulates an outgoing signal on one channel and, by suppressing its own outgoing channel by signal processing techniques such as digital band-pass filtering, receives and demodulates the incoming channel. In this manner, simultaneous two-way communication between two modems can be achieved on the

switched telephone network. By convention, the calling modem (also known in the art as the "originating modem") transmits (TX) data in the low band 200 and receives (RX) data in the high band 201. The situation is reversed for the answering modem. Such modems in common use today achieve 2400 bps in each direction.

Current US Original Classification (1):
709/204

Current US Cross Reference Classification (1):
709/200

Current US Cross Reference Classification (2):
709/217

Current US Cross Reference Classification (3):
709/218

Current US Cross Reference Classification (4):
709/227

Current US Cross Reference Classification (5):
709/249

☐ 5. Document ID: US 5586257 A

L7: Entry 5 of 5 File: USPT Dec 17, 1996

DOCUMENT-IDENTIFIER: US 5586257 A
TITLE: Network architecture to support multiple site real-time video games

Detailed Description Text (4):
Although today's consumer on-line services have made some improvements beyond traditional timesharing services (particularly in moving from "dumb" ASCII terminals to "smart" personal computers running "client application software" to provide a more sophisticated user interface), today's on-line services are still plagued with the burden of having literally thousands of simultaneous users all communicating with a single virtual server with the requirement to provide reasonable interactive responsiveness to all users. As an example, America On-line has been rapidly growing in popularity, yet they have been unable to continue to add computing capacity in their server to keep up with the demand. As a result, America On-line has become very sluggish during peak hours. In fact, the President of America On-line sent out an apology letter to all users about the sluggish response time due to their rapid growth.

Detailed Description Text (5):
Additionally, due to the geographic diversity of users and the impracticality of providing specialized communications lines into users' homes, today's on-line services typically use local calling areas (1-4) and modem pools (21-24). Modem pools are a plurality of modems accessible through a local phone number (37-50) to which computers with a modem (5-20) can dial in without a long-distance telephone toll charge. The data streams to and from modem pools (21-24) are typically multiplexed ("concentrated") into a shared packet-switched data stream which is communicated to a wide-area network ("WAN") 33 via lines (29-32) and WAN Interfaces (25-28). The WAN 33 provides nationwide (and often worldwide) data transport such that the server 34 through its WAN interface 35 connected to the WAN 36 has access to the concentrated data streams to and from all users (5-20) in all local calling areas (1-4). The network structure illustrated in FIG. 1 is well known to those of

ordinary skill in the art.

Detailed Description Text (134):
Prior art low-speed full duplex modem protocols such as Bell.TM. 103 (300 bits per second (bps)), CCITT V.22 (1200 bps), CCITT V.22bis (2400 bps) use the principle of Frequency-Division Multiplexing (FDM) to achieve two simultaneous, non-interfering data communications channels in different frequency sub-bands within the single band of the telephone call. The prior art voltage spectra of V.22 and V.22bis are shown as an example in FIG. 12. In the case of V.22 and V.22bis, the total telephone channel bandwidth is divided between a sub-band 200 below 1800 Hz (with modulation centered at 1200 Hz) and a sub-band 201 above 1800 Hz (with modulation centered at 2400 Hz). Each modem modulates an outgoing signal on one channel and, by suppressing its own outgoing channel by signal processing techniques such as digital band-pass filtering, receives and demodulates the incoming channel. In this manner, simultaneous two-way communication between two modems can be achieved on the switched telephone network. By convention, the calling modem (also known in the art as the "originating modem") transmits (TX) data in the low band 200 and receives (RX) data in the high band 201. The situation is reversed for the answering modem. Such modems in common use today achieve 2400 bps in each direction.

Current US Cross Reference Classification (3):
709/226

Current US Cross Reference Classification (4):
709/228

Term	Documents
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